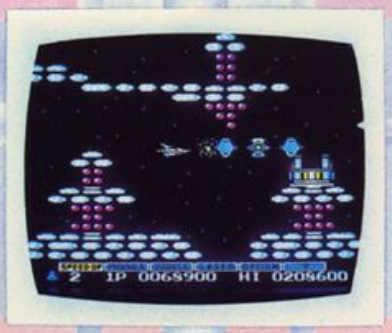
VS.
GRADIUS
TM*
Battle the Bacterion Forces of Evil.
Nintendo®

VS. GRADIUS™



Galactic Freedom Hangs in the Balance.

Your mission is clear: the planet Gradius must be saved from the ruthless attack of the amoeboid Bacterions.

Armed with the greatest arsenal in the galaxy, you steer your hyper-space fighter, the Warp Rattler, into enemy territory. And the battle for survival begins!

That's the exciting challenge of VS. Gradius™— a video space adventure game for Nintendo's VS. System.**

In their quest to liberate Gradius, players move through seven stages of battle toward the ultimate confrontation — overpowering the Xaerous Superfortress.

Along the way, players capture power capsules that boost their starship's capabilities while adding to the complexities and the challenge of the game's play action.

Courage and concentration. Strategy and skill. Players need it all as they keep returning to confront evil in VS. Gradius™— another direct hit for video profits for the VS. System.

Contact your Authorized Nintendo Distributor or call Nintendo of America Inc., **(206) 882-2040,** for referral.

Nintendo®

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**Available in Dedicated or VS.-PAK™ form for the VS. DualSystem™ and VS. UniSystem.™ Or, to put new life into your old games, get the VS.-UniKit™ to convert Donkey Kong,™ Donkey Kong Jr.,™ Popeye,™ Donkey Kong 3™, Mario Bros.™ (narrow cabinet only), Pac-Man™ and Ms. Pac-Man™

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Nintendo of America Inc.
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(206) 882-2040

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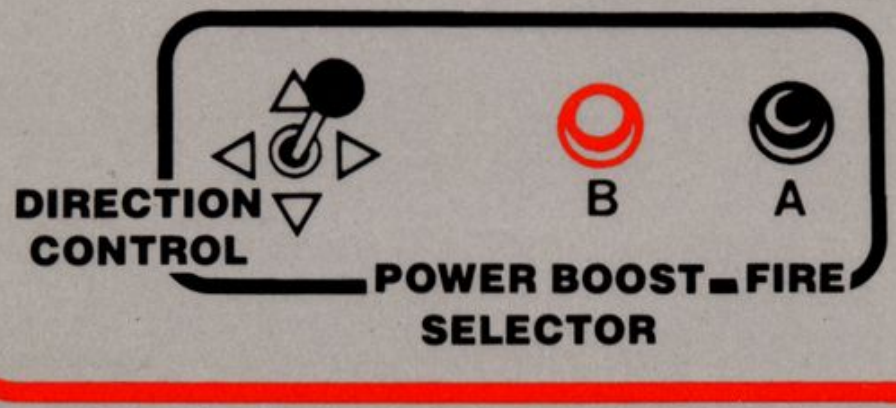
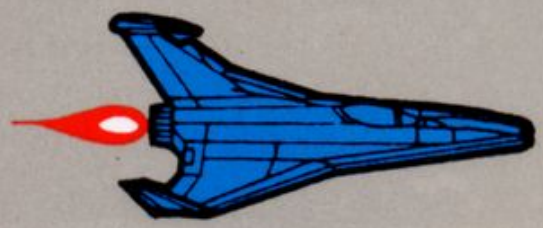
TO OPERATE





HOW TO PLAY

- Use button A to fire at the enemies.
- Capture glowing red colored enemy power capsules to light up the power boost indicators at the bottom of the screen.
- Press the power boost Button B when the desired indicator lights up to give that power boost to your ship.
- The game is over when all ships are destroyed.

VS. GRADIUS™
OPERATION MANUAL
MDS(MGS)

1. How to Install Sub PCB Software

For VS. Dual System (Two Monitors):

If "VS. Gradius" is to be installed in main (left) side of cabinet, then remove existing PPU and CPU Chip (2A03), Locations 2F and 2J on CPU PCB, and existing EPROMS in Locations 1A, 1B, 1C, 1D, 2A, and 2B. For Sub (right) side, use Locations 8F and 8J, and EPROMS in Locations 6A, 6B, 6C, 6D, 8A, and 8B.

Insert "VS. Gradius" Sub PCB to the two bare 40-Pin DIP IC Sockets on CPU PCB. Location 2F and 2J for the main (right) side or 8F and 8J for the Sub (left) side.

CAUTION: Be sure to insert the Sub PCB with the chips in the same direction as other ICs on the CPU PCB. Inserting this backwards may damage the CPU PCB and the Sub PCB.

Firmly insert Sub PCB into IC Socket in order to prevent failures.

Carefully check all 40-Pins for proper connections.

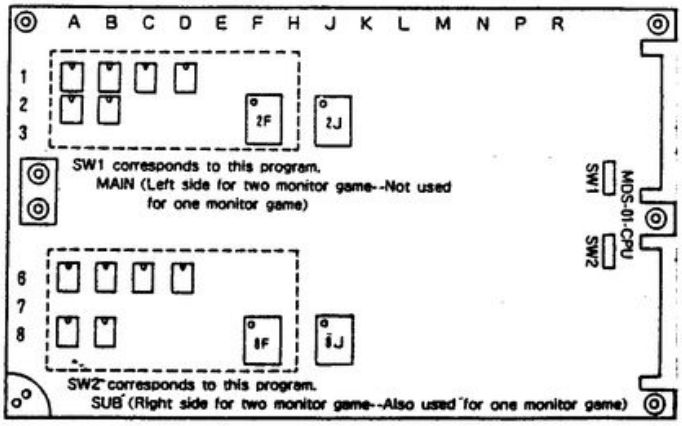
Insert CPU Chip 2A03 to 40-Pin Dip IC Socket, Location U8 on Sub PCB, with the chips in the same direction as the other ICs on the Sub PCB.

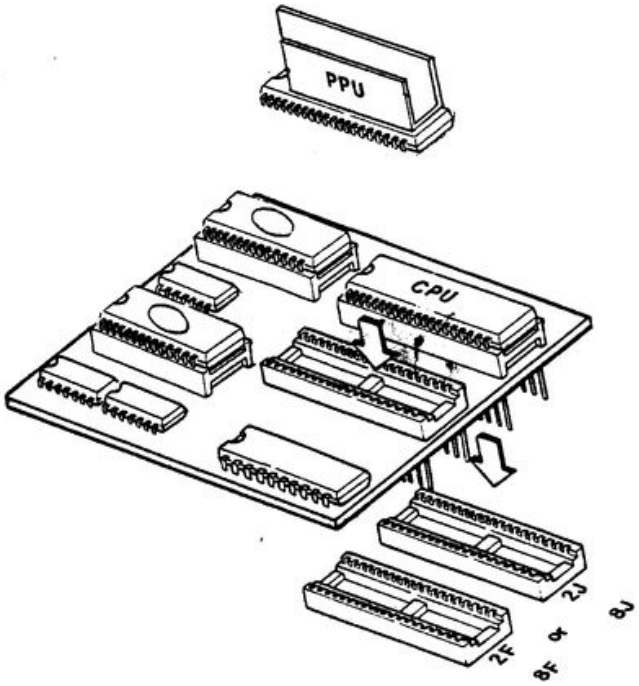
Insert PPU to 40-Pin DIP IC Socket, Location U6 on Sub PCB, with the chips in the same direction as the other ICs on the Sub PCB.

For VS. UniSystem (One Monitor):

"VS. Gradius" Sub PCB must use Locations 8F and 8J (Sub side).

CAUTION: Be sure to insert the Sub PCB with the chips in the same direction as other ICs on the CPU PCB. Inserting this backwards may damage the CPU PCB and the Sub PCB.





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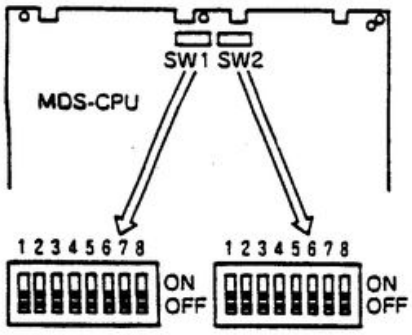
2. Points and methods of adjustment

Game Option Settings
MDS P.C. Board



SW1···MAIN (Left side for two monitor game — Not used for one monitor game)

SW2···SUB (Right side for two monitor game — Also used for one monitor game)

MDS FOR VS. GRADIUS

		SW1 (SW2)								
		1	2	3	4	5	6	7	8	
Coin/Credit	1/1	OFF	OFF	OFF						●
	1/2	OFF	OFF	ON						
	1/3	OFF	ON	OFF						
	2/1	OFF	ON	ON						
	3/1	ON	OFF	OFF						
	4/1	ON	OFF	ON						
	5/1	ON	ON	OFF						
Free Play		ON	ON	ON						
Number of Lives	4				OFF					●
	3				ON					
Bonus	100000					OFF	OFF			●
	200000					OFF	ON			
	300000					ON	OFF			
	400000					ON	ON			
Easy								OFF		●
Hard								ON		
									OFF	
Demo Sound On									ON	●

●Factory Suggested Settings

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